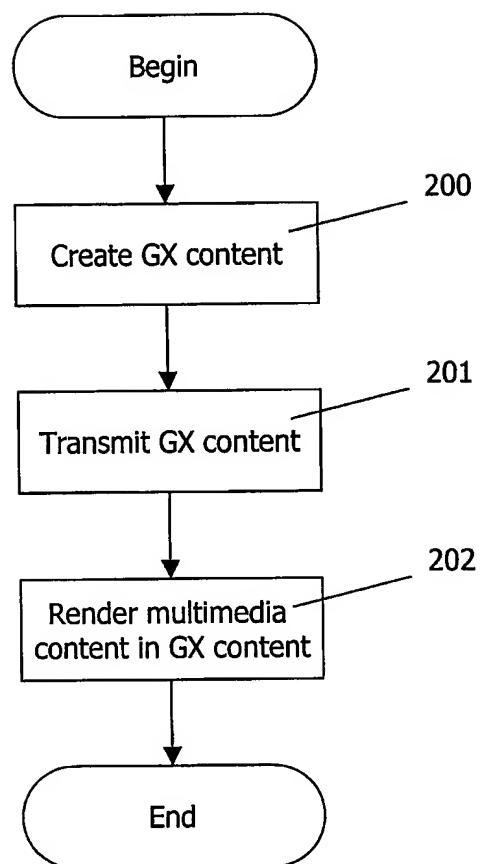
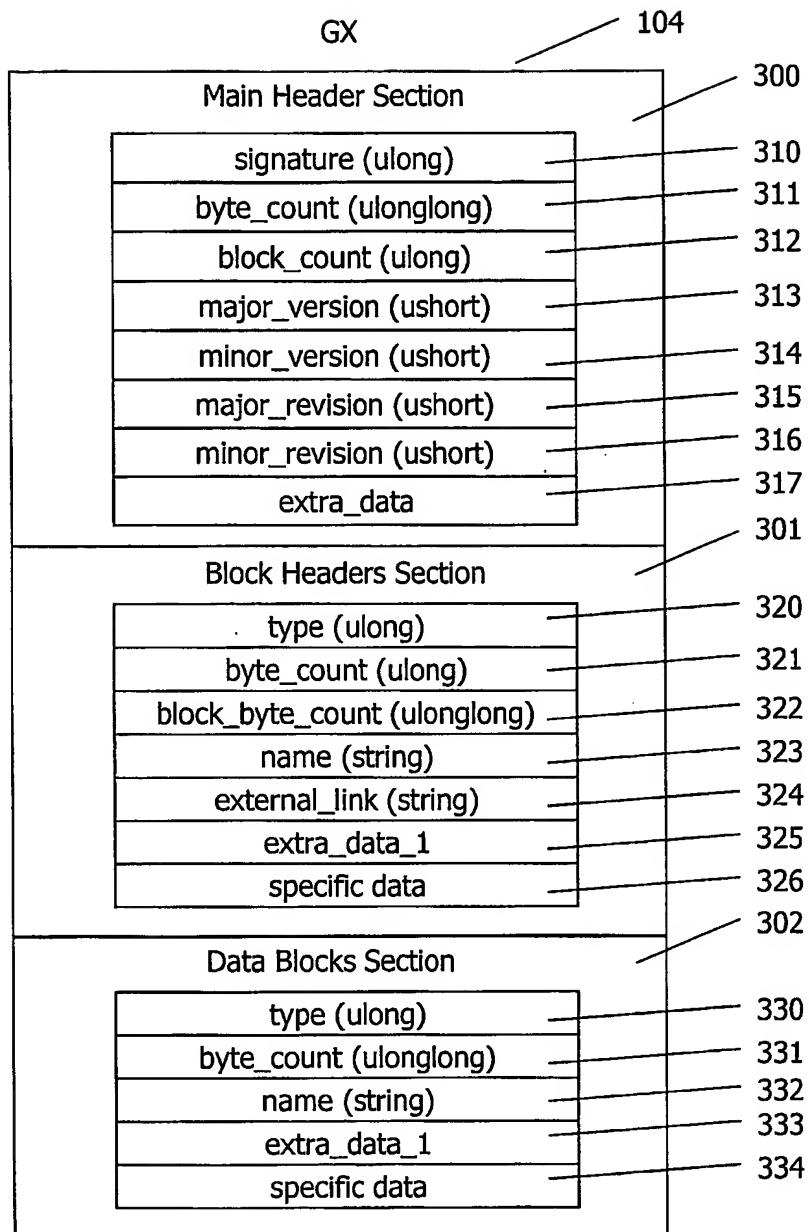
**Fig. 1**

**Fig. 2**

**Fig. 3**

scene_block_header	400
type (ulong)	320
byte_count (ulong)	321
block_byte_count (ulonglong)	322
name (string)	323
external_link (string)	324
extra_data_1	325
bitrate_id_count (ulong)	410
bitrate_ids	411
language_id_count (ulong)	412
language_ids	413
screen_id_count (ulong)	414
screen_ids	415
machine_id_count (ulong)	416
machine_ids	417
extra_data_2	418

Fig. 4

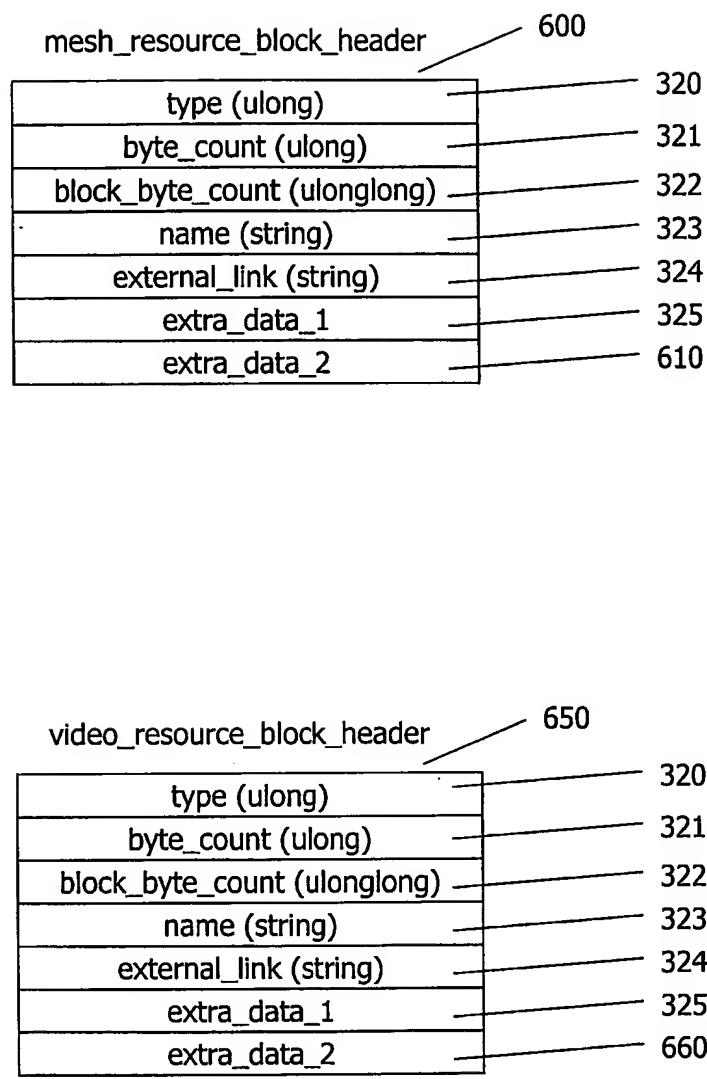
image_resource_block_header 500

type (ulong)	320
byte_count (ulong)	321
block_byte_count (ulonglong)	322
name (string)	323
external_link (string)	324
extra_data_1	325
image_type (ulong)	510
width (ulong)	511
height (ulong)	512
bit_count (ulong)	513
extra_data_2	514

text_resource_block_header 550

type (ulong)	320
byte_count (ulong)	321
block_byte_count (ulonglong)	322
name (string)	323
external_link (string)	324
extra_data_1	325
extra_data_2	560

Fig. 5

**Fig. 6**

scene_data_block	700
type (ulong)	330
byte_count (ulonglong)	331
name (string)	332
extra_data_1	333
bitrate_id_count (ulong)	710
bitrate_ids	711
language_id_count (ulong)	712
language_ids	713
screen_id_count (ulong)	714
screen_ids	715
machine_id_count (ulong)	716
machine_ids	717
extra_data_2	718
auto_size (ulong)	719
width (ulong)	720
height (ulong)	721
mouse_pointer (ulong)	722
back_color (ulong)	723
back_style (ulong)	724
antialias (bool)	725
quality (ulong)	726
frames_per_ksec (ulong)	727
extra_data_3	728
program_code	729
extra_data_4	730
element_count (ulong)	731
element_data	732
extra_data_5	733

Fig. 7

<u>image_data</u>	800
type (ulong)	801
name (string)	802
resource_name (string)	803
extra_data_1	804
left (long)	805
top (long)	806
width (long)	807
height (long)	808
rotation (float)	809
enabled (bool)	810
visible (bool)	811
transparency (float)	812
mouse_pointer (ulong)	813
back_color (ulong)	814
back_style (ulong)	815
extra_data_2	816

Fig. 8

text_data	900
type (ulong)	901
name (string)	902
resource_name (string)	903
extra_data_1	904
left (long)	905
top (long)	906
width (long)	907
height (long)	908
rotation (float)	909
enabled (bool)	910
visible (bool)	911
transparency (float)	912
mouse_pointer (ulong)	913
back_color (ulong)	914
back_style (ulong)	915
extra_data_2	916

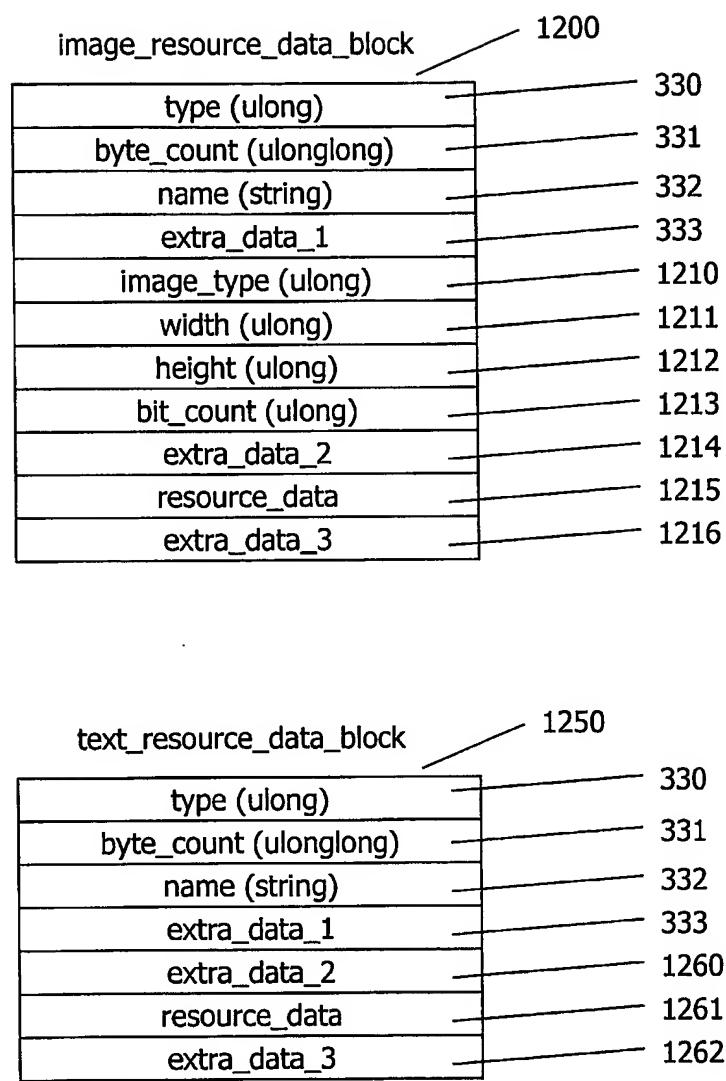
Fig. 9

mesh_data	1000
type (ulong)	1001
name (string)	1002
resource_name (string)	1003
extra_data_1	1004
left (long)	1005
top (long)	1006
width (long)	1007
height (long)	1008
rotation (float)	1009
enabled (bool)	1010
visible (bool)	1011
transparency (float)	1012
mouse_pointer (ulong)	1013
back_color (ulong)	1014
back_style (ulong)	1015
extra_data_2	1016

Fig. 10

video_data	1100
type (ulong)	1101
name (string)	1102
resource_name (string)	1103
extra_data_1	1104
left (long)	1105
top (long)	1106
width (long)	1107
height (long)	1108
rotation (float)	1109
enabled (bool)	1110
visible (bool)	1111
transparency (float)	1112
mouse_pointer (ulong)	1113
back_color (ulong)	1114
back_style (ulong)	1115
extra_data_2	1116

Fig. 11

**Fig. 12**

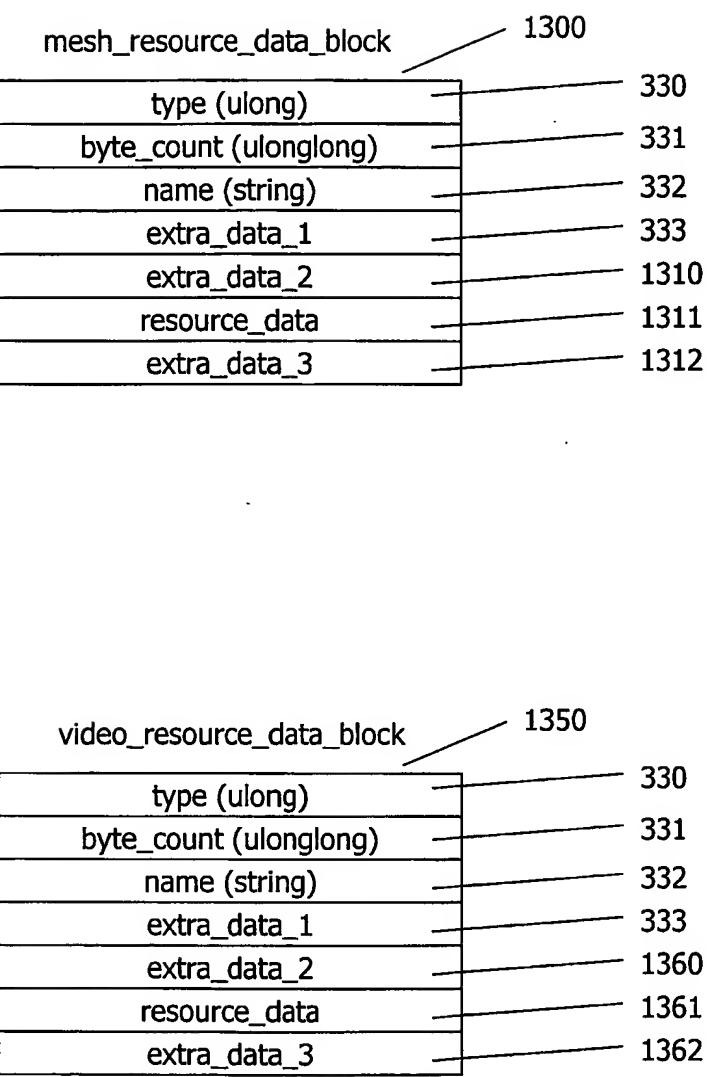
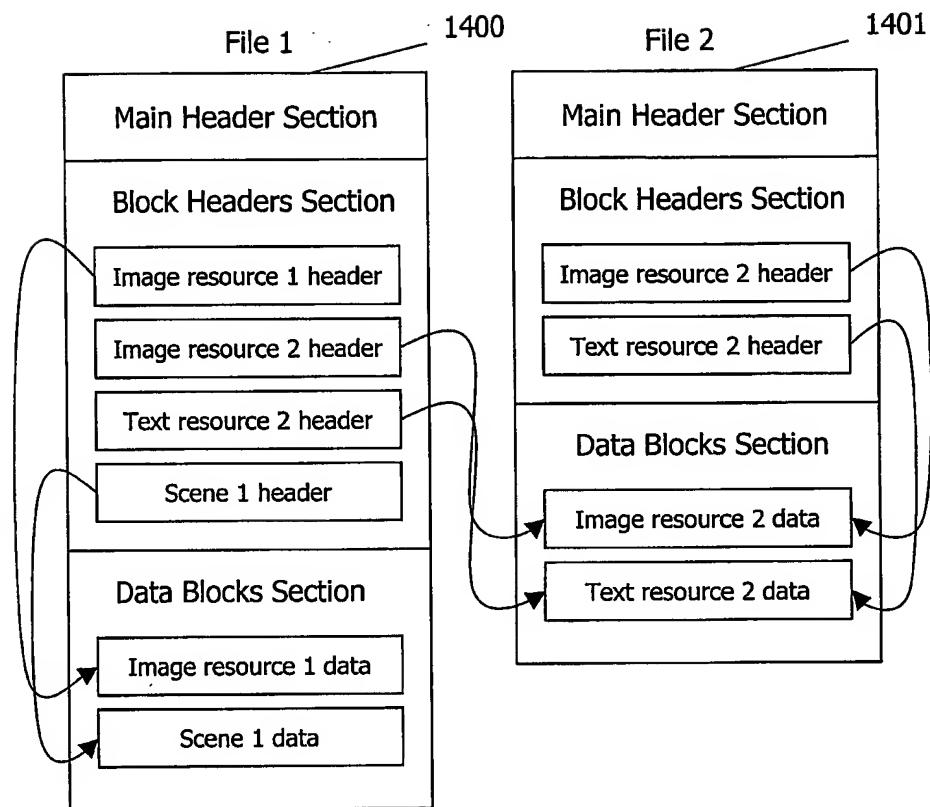


Fig. 13

**Fig. 14**